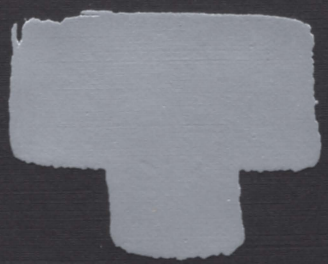

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GAME BOY
天神
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天神
mercenary
FORCE
T.M.

LET'S GET Mercenary!

Meldac proudly presents Mercenary Force for Nintendo® Game Boy™ users. The game brings superior graphics and the incredible stereo sound to the Game Boy™ market. Voted one of the top 10 game introductions in 1990 by Japan's Game Boy Club Magazine, Mercenary Force will take no prisoners on its way to conquering the U.S.

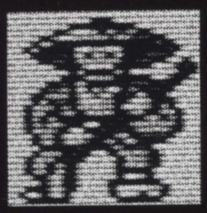
Over one hundred years ago during the mighty Shogun Era, the Lord of Darkness sent his fearsome army to terrorize the Japanese countryside. Using the Dark Lord's powerful magic, his evil minions spread famine, plague, and pestilence wherever they went, leaving the peaceful population hopelessly oppressed. Any who challenged the wicked Lord were mercilessly slain as a reminder to all those who had any further thoughts of rebellion.

Then one day while meditating, the great Shogun Tokugawa had a divine vision where he saw a small group of mighty warriors rise up to defeat the evil Lord. He immediately set out to recruit the 5 bravest and most skillful fighters in the land. After months of searching he was finally ready to put his dream into action. It was time to unleash the Mercenary Force.

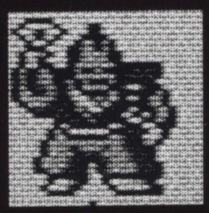
Mercenary Force: a completely new type of action/shooting game.

In Mercenary Force you must battle 54 different enemy demons as you move through the 6 stages and 72 screens of the game. The main feature of the game is your ability to choose both the composition of the mercenary fighting force and their strategic fighting formations. These elements play a crucial role in the ultimate outcome of each and every battle.

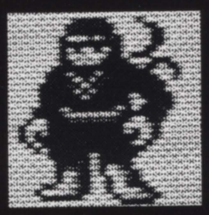
The Mercenary Force is comprised of the following characters each with special fighting skills:



The Servant

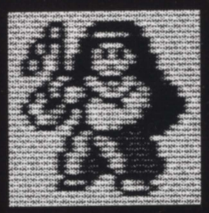


The Samurai



The Ninja

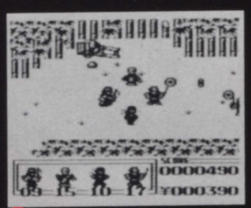
The Monk



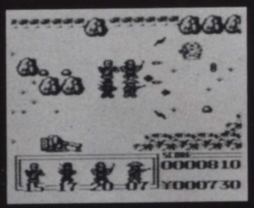
The Mystic

When the situation becomes desperate each warrior can be transformed into a spirit warrior as a weapon of last resort. The spirit warriors are far more powerful than their human counterparts and can inflict great losses on the enemy.

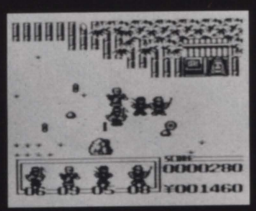
You can align your Mercenary Force into four different fighting formations.



Formation of the Wind: this formation utilizes continuous shooting in a wide field attack.



Formation of the Forest: this is a more protective formation that allows the group to advance with fewer casualties.



Formation of Fire: this grouping concentrates heavy fire power from the center of the formation and is ideal for fighting in narrow terrain where mobility is a problem.

Formation of the Mountain: this is the widest attack formation and is best used in open spaces. However, it can result in heavy casualties.

Superior Graphics

As you can see from the screen shots reproduced in this brochure, the graphics of Mercenary Force are vastly superior. This promises to generate tremendous excitement among Game Boy™ users. In the end this could expand the entire Game Boy™ market, translating into phenomenal sales for the retailer. Need we get any more graphic than that? So what are you waiting for?

Let's Get Mercenary!

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GAME BOY

HEIANKYO ALIEN™

Meldac now brings its software game to the United States in the form of Game Boy. The original HEIANKYO ALIEN video game that swept the nation – was a sensational hit in Japan ten years ago. It also helped establish the video game industry.

The time is some 1,000 years ago, in the most peaceful age of Japanese history – a period known as "Heian." The location is Japan's former capital city, Kyoto, then called "Heiankyo." Unbeknownst to the gentle villagers, unidentified monster-like creatures are lurking high above this tranquil city, preparing to attack. When they do, the city is in a panic. Cries fill the air as countless man-eating aliens come down from the sky! You must save the city from invasion! There is only one way – to dig traps in which the hideous aliens can be buried alive. But where to place the traps? And how should that?

HEIANKYO ALIEN calls for intelligence, tactics and quick thinking. The more thought you put into it, the more complex the game becomes. It's fun for people of all ages, because the more it's played the more strategy it requires.

OLD and NEW

HEIANKYO ALIEN has been revised from the original game to include many new effects and strategies.

HEIANKYO ALIEN is a maze game played on a fixed screen image. While maneuvering the hero-Knignt (Kebiishi) through the checkerboard roads of Heiankyo, the player can make pitfalls to bury the aliens. If all the aliens have been destroyed before the Knight (Kebiishi) is captured, the player moves on to the challenges of the next screen. Could it be so simple? Be careful, there are many complex techniques hidden in this seemingly uncomplicated game.

MULTI MATRIX SOUND SYSTEM (M.M.S.S)

HEIANKYO Alien's remarkable audio system, M.M.S.S., boasts unprecedented stereo sound quality for hand-held game software. Another exciting feature of M.M.S.S. is its exciting audio battle. In the Competition Mode, two players can battle it out to a background of rock-and-roll music. At times the sound is a competition of their audio effects. At other times the audio components combine to create perfect harmony.
It's an amazing new function of "harmonizing" offered by this software game—HEIANKYO ALIEN.

CONFIDENTIAL: TRADITIONAL SKILLS

Akiba Digging

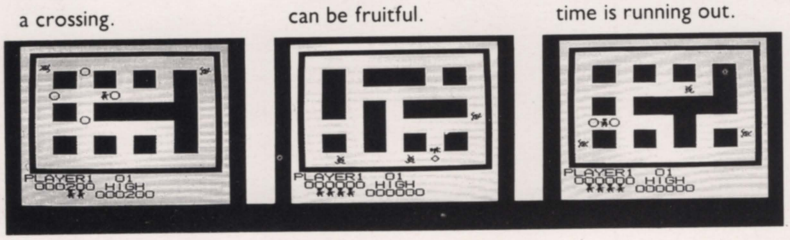
Ambush tactics can be used to eliminate aliens by digging pitfalls at the four entrances to a crossing.

Heart Digging

This strategy takes advantage of the difficulty the aliens have as turning corners. It's risky but the rewards can be fruitful.

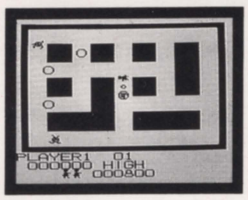
Inkyo Digging

An "Inkyo" is a retired person. You can retire between holes. While resting, you can wait for an alien to fall in before making a surprise attack. This strategy is often effective even when your allotted time is running out.

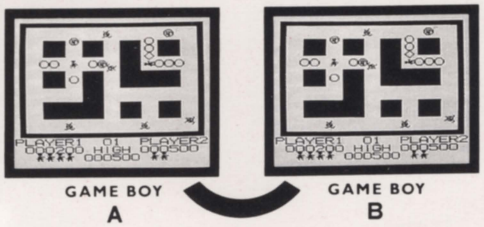


OLD VERSION

The original HEIANKYO ALIENS game was transferred to Game Boy without changes. Consider the days when the old video game fans were so enthused over playing HEIANKYO ALIEN on their personal computers. This is a chance to indulge in the legendary fantasy of the original alien game.

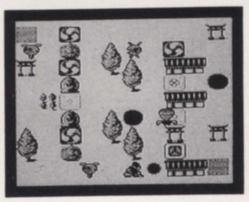


Simultaneous Action for Two Players:

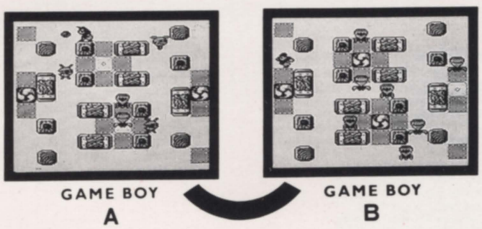


NEW VERSION

While the basic concept of the original HEIANKYO ALIEN remains unchanged, added dimensions have been incorporated into the new version. The visual and audio effects have also been revised. We're confident that this new version of HEIANKYO ALIEN will soon be the favorite of all "game kids."



Competition Mode



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The Following is Our Advertisement Publicity
Schedule For Heiankyo Alien

*RETAILER ORIENTED PUBLICATIONS

Publication Name		Sale Date/Issue Schedule
World Of Nintendo 1990-1991 Official Buyers Guide	CES SP	6/4 Issue
HFD	PRE-CES	5/28
	CES ISSUE	6/4
	SHOW DAILY	6/4-7
TWICE	CES Special Nintendo Sup	6/4

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*CONSUMER ORIENTED PUBLICATIONS

PUBLICATION NAME		SALE DATE/Issue Schedule
Game Players Guide	GameBoy Special	6/5 - June to October
Video Game & Computer	June	July 31
Game Pro	6 Issues 7-90-9/91	June 19

AN INTRODUCTION TO THE MELDAC GROUP

MELDAC was incorporated in July, 1985 with three major shareholders: Mitsubishi Electric Corporation, Crown Record Company Ltd. and Japan's famous pop music group, The Dark Ducks.

Already a major shareholder in Crown Record Company Ltd. established in 1963 with a capital investment of 250 million Yen, Mitsubishi wanted to enter the entertainment business, particularly the pop music area. Since the company also had a strong working relationship with the Dark Ducks, and thanks to the support of Mitsubishi's advertising agency (Ad. Melco Co. Ltd.), MELDAC quickly made its debut as a strong contender in the audio/visual entertainment business world.

First, MELDAC released music by the Dark Ducks, The company then added other established artists and began developing promising new ones in the pop/rock market. MELDAC thus began providing music for younger generations, as well as the adult/contemporary audience. The company also progressed into the exploding video software industry, targeting new media such as Closed-Circuit Television (CCTV). MELDAC supplied CCTV software for Tokyo's Hotel Century Hyatt, which proved very popular and successful.

In 1989, MELDAC grew even faster. The company began developing highly sophisticated video-game software for NINTENDO game hardware. As distribution plans included not only Japan but the U.S. as well. American operations were established in Los Angeles as 'MELDAC of America, Inc."

It is MELDAC'S hope that new business possibilities and opportunity will emerge as the company continues to aggressively develop audio/visual and computer software in conjunction with Mitsubishi Electric's development of technology.

COMPANY INFORMATION

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Odakyu Hotels Co., Ltd.
Crown Record Co., Ltd.
Dark Ducks

Mel Music Publisher Co., Ltd.

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mercenary FORCE™ STRATEGY GUIDE

BASIC GAME STRATEGIES

WEAPONS' RANGE

Some characters can shoot further than others. This lets you stay further away when fighting big nasties.

NO PASSING ZONE

When the road gets narrow, you'll want to switch to a smaller formation (like the Forest) to get through.

REALLY CLOSE FRIENDS

You can make your formation smaller by pressing against the side of the road or other objects in the road.

PROTECT THE INJURED

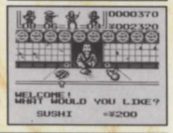
If a character gets low on hit points, move him to the rear of the formation, where he'll be safer.

WHO'S FIRST?

Before entering Seki's, check your leader. Only the leader can use medicine or the magic spells Seki sells.

Seki's Cafes

Seki's chain of stores are all along the road. Here you can purchase all kinds of food and useful magic.



SUSHI ¥200
Eating Sushi will add 1 hit point to all of your mercenaries.

MEDICINE ¥180
Using the Medicine will add 3 hit points to your leader.

TEA ¥400
Drinking the Tea will add 3 hit points to all your mercenaries.

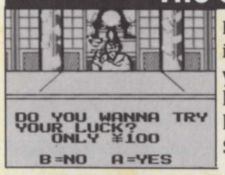
SCRIPTURE ¥420
This magic item will turn you leader into a Monk, but only in round 2.

SCROLL ¥400
In round 5, this magic item will turn your leader into a Ninja.

People And Places

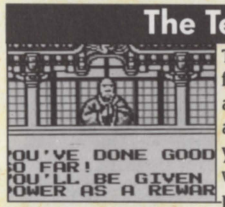
Along your journey, you will find many interesting places and people that will help you, if possible. Keep an eye out for:

The Shrine



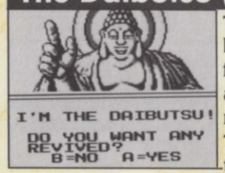
If your leader is a mystic, you will always have excellent luck at the Shrine!

The Temples



Tokugawa's followers await you and will give your force extra hit points when you enter the temples. Don't miss the Temple!

The Daibutsu (wise man)



The Daibutsu will, for a fee, attempt to revive a dead mercenary. The more you pay, the better the odds. Look for him in round 4.

PRACTICE MODE!

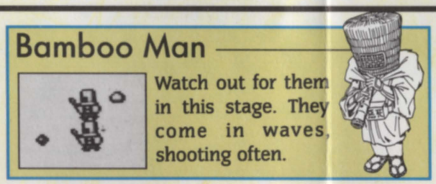
You can start with ¥50,000 instead of 5,000, if you push up, SELECT, A and B while on the title screen. If you do this, however, you won't get the best ending.

The Roads of Danger

ROUND 1 — The Road of the Tiger in the Bamboo Forest

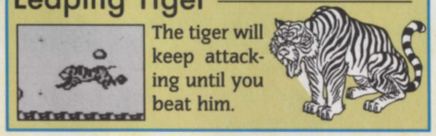
Your journey begins on a road through a forest. Many enemies lurk at the roadside!

Bamboo Man



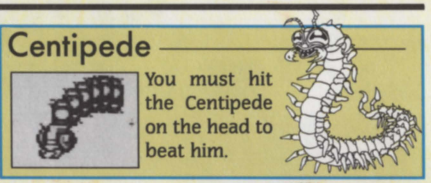
Watch out for them in this stage. They come in waves, shooting often.

Leaping Tiger

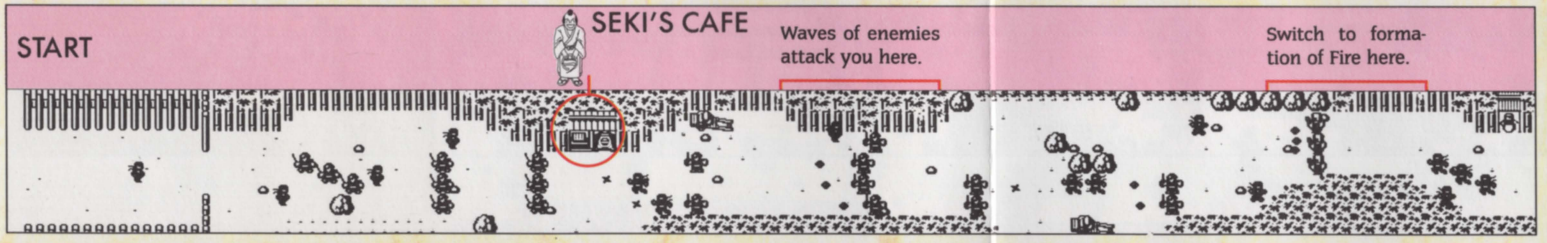


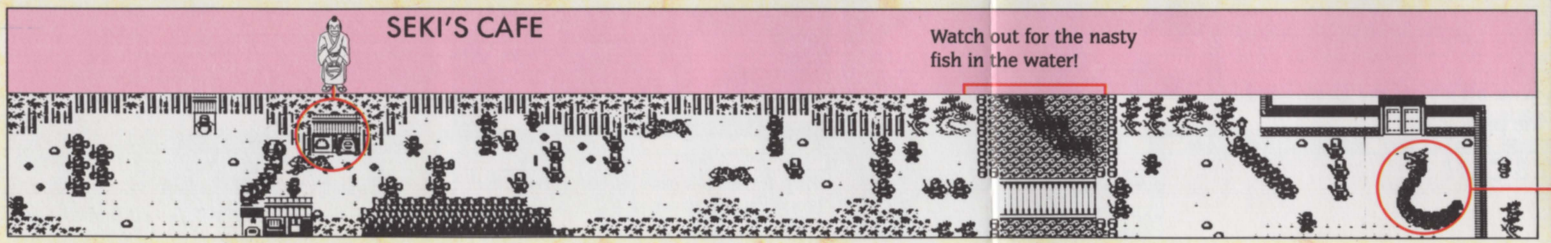
The tiger will keep attacking until you beat him.

Centipede



You must hit the Centipede on the head to beat him.





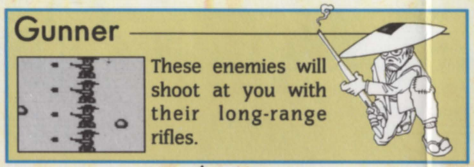
Sky Dragon

The Sky Dragon guards the gate to the road of Willows. He will circle and shoot at you. You must shoot his head in order to beat him.

ROUND 2 — The Road of Willows and Giant Toads

As you pass under the gentle willow trees, look out for the giant toad!

Gunner

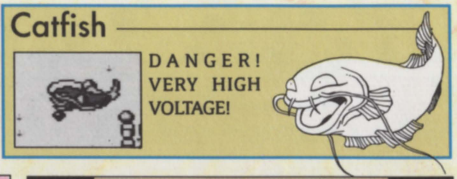


These enemies will shoot at you with their long-range rifles.

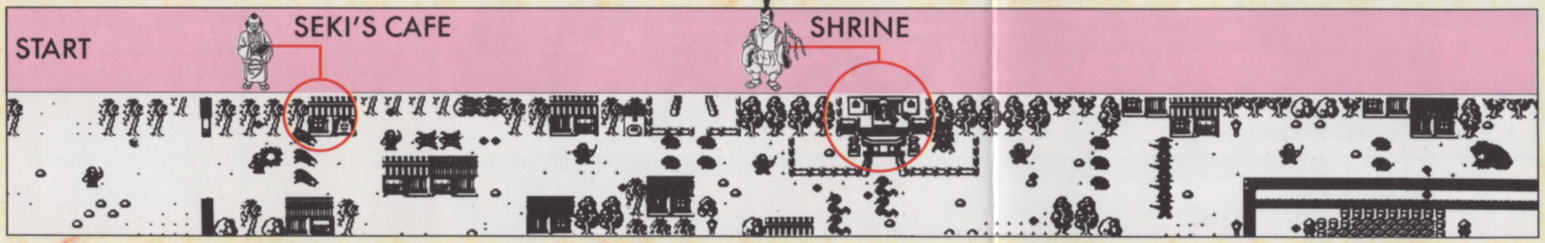
Giant Toad

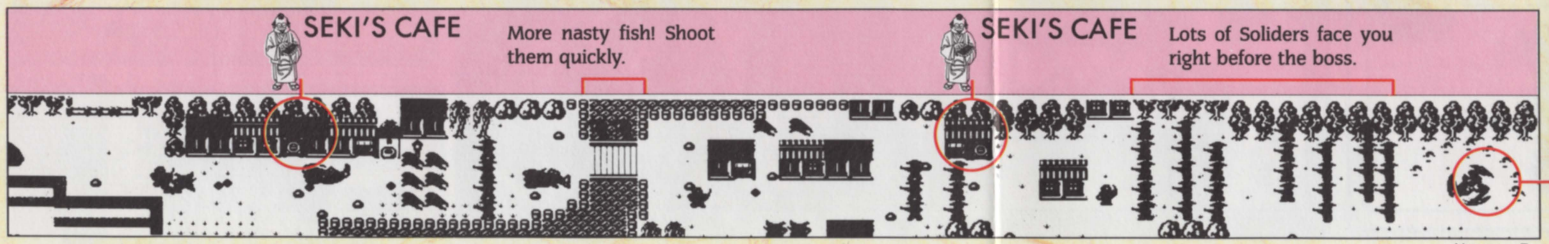
It takes a lot of hits to bring this nasty fellow down!

Catfish



DANGER! VERY HIGH VOLTAGE!





Razor Rat

Besides his own claws, the Razor Rat is circled by many smaller Rats. Avoid them if you can and shoot the Razor Rat in the middle!

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ROUND 3

The Road of Thunder on Rugged Mountain.

As you enter the foothills of the mountains, you face an uphill battle.

Fireball

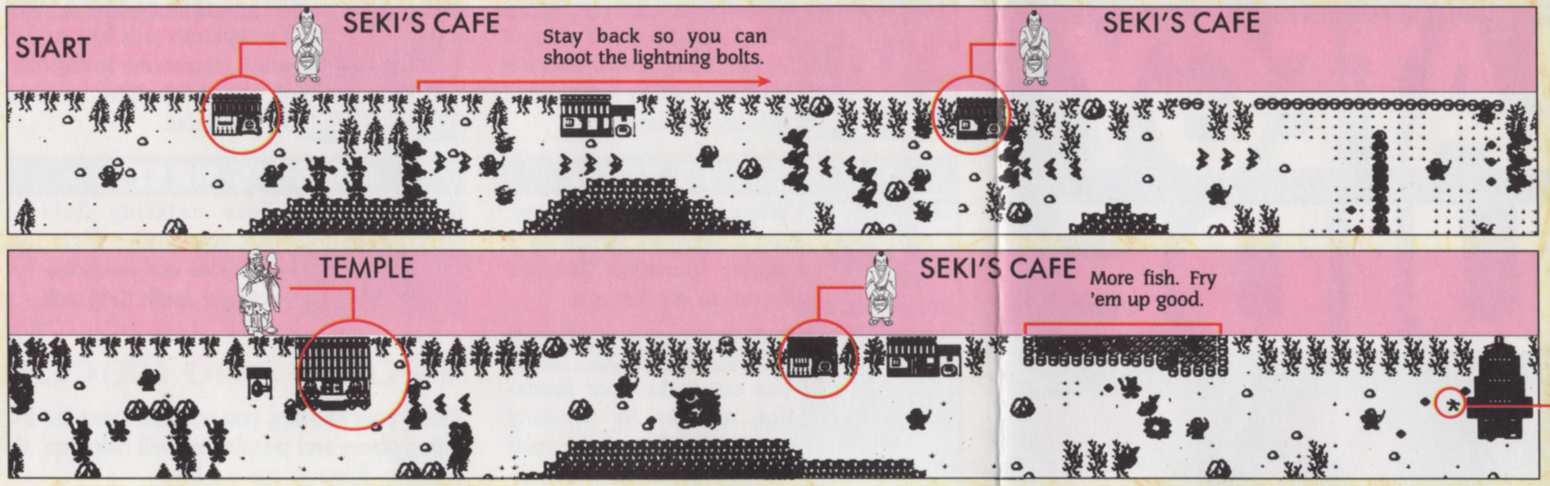
The Fireball attacks from behind you. Keep checking over your shoulders.

Inferno

The way to fight the Inferno is to pound away with the Forest formation.

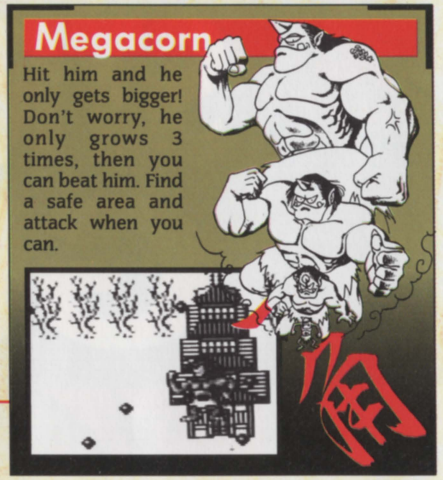
Demon Mask

Don't stay too close to this guy. Try to hit him and run.



Megacorn

Hit him and he only gets bigger! Don't worry, he only grows 3 times, then you can beat him. Find a safe area and attack when you can.



ROUND 4

The Great Statue of Buddha on the Rocky Mountain Road.

This rock-covered road passes several old temple sites. Now, only one Daibutsu remains among the ruins.

Pesky Phantom Genie

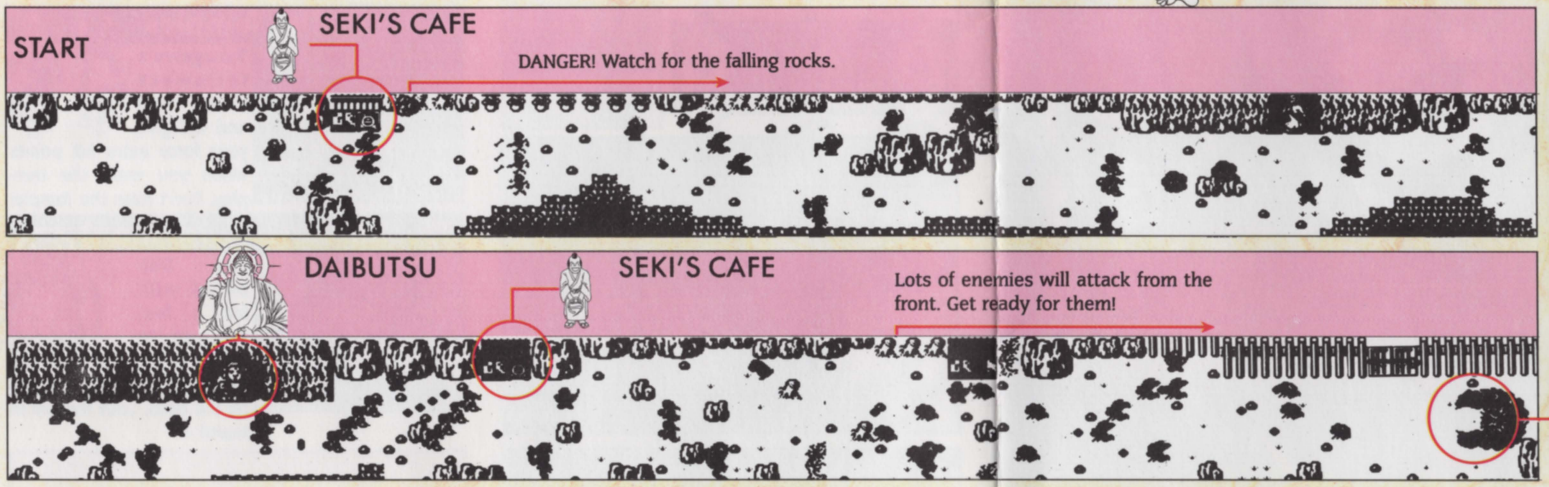
He appears and disappears anywhere on the roadway.

Monkey

The Monkey shoots soon after appearing.

Goblin Condor

He uses his wings to make a wind for attacking.


START
SEKI'S CAFE
DANGER! Watch for the falling rocks.
DAIBUTSU
SEKI'S CAFE
Lots of enemies will attack from the front. Get ready for them!

Eyeclops

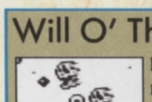
You must hit the Eyeclops in the eye. He will attack you by flying apart and trying to hit you with pieces of himself.

ROUND 5

The Road of Ghosts in Ruined Jinja.

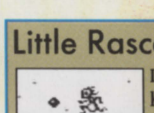
This path takes you past the graves of those who opposed the Dark Lord.

Will O' The Wisp



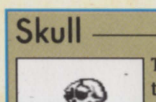
His wavy movement makes him tricky to hit, so keep shooting!

Little Rascal



If you don't beat him quickly, he will call his friends to attack you.

Skull



The Skull is very tough! He moves quickly and shoots in 4 directions.

This path takes you past the graves of those who opposed the Dark Lord.

tricky to hit, so keep shooting!

call his friends to attack you.

quickly and shoots in 4 directions.

START

SEKI'S CAFE

Here are some more fish.

The Forest formation is best for this area.

TEMPLE

To walk the narrow path, change to a smaller formation, like the Forest.

Watch out! Don't trip over the small stones scattered on the path.

Death Worm

The Death Worm feeds on the dead. You must destroy his legs, not his head, to defeat him.

地獄蚕

ROUND 6

The attack on Castle Tenshukaku

This is the final obstacle to your attack on the Dark Lord. Of course, it's no walk in the park . . .

Black Widow Spider

She is looking for a new husband!

Kabuto Ghost

You must hit the real ghost to defeat them.

START

SEKI'S CAFE

Stay to the left side of the screen and shoot the bomb when it drops on you.

Here's another tight spot for you to get out of!

No more fish after these!

This is the castle courtyard. The goal is almost within your grasp!

Mystery Guest

If you had excellent luck at the Shrine (back in level 2), AND you start this level with 3 or fewer mercenaries, AND you don't have a Monk in your party, then the very powerful Raccoon will join the mercenary force.

Darcmere

Darcmere's two halves will break away and fly around trying to hit you, and he will shoot at you. To defeat him, you must hit the large central eye WHILE HE IS SEPARATED.

大鏡

The Secret of Castle Tenshukaku . . .

There are two endings for the game. To win, you must not use practice mode and you must have a mystic in the party.

THE BATTLE IS OVER
YOU MADE IT TO THE CASTLE.

OH NO!
IT'S TOO LATE!
CASTLE WAS TAKEN BY EVIL ONES.

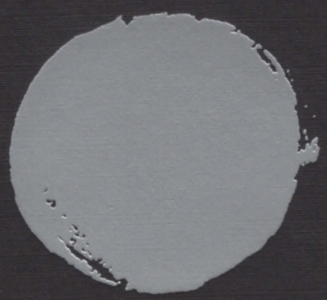
Too bad, you're too late. Try again!

PRINCESS, YOU'RE SAFE
EVIL ONES HAVE ALL RUN AWAY.
NOW THIS LAND WILL BE IN PEACE.

You reached the castle in time!

THE CURSE OF EVIL HAS BEEN LIFTED.
THE SUN AND FRIENDS HAS BEEN REVIVED.
CONGRATULATIONS!

天神
mercenary
FORCE
meldac



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